Title (en)
METHOD AND APPARATUS FOR VIRTUAL CHARACTER CONTROL IN VIRTUAL ENVIRONMENT, AND DEVICE AND MEDIUM

Title (de)
VERFAHREN UND VORRICHTUNG ZUR STEUERUNG VON VIRTUELLEN ZEICHEN IN EINER VIRTUELLEN UMGEBUNG SOWIE VORRICHTUNG UND MEDIUM

Title (fr)
PROCÉDÉ ET APPAREIL DE COMMANDE DE PERSONNAGE VIRTUEL DANS UN ENVIRONNEMENT VIRTUEL, ET DISPOSITIF ET SUPPORT ASSOCIÉS

Publication
EP 4005651 A4 20221130 (EN)

Application
EP 20915219 A 20201110

Priority
- CN 202010065208 A 20200120
- CN 2020127797 W 20201110

Abstract (en)
[origin: EP4005651A1] A method and apparatus for virtual character control in a virtual environment, and a device and a medium, which relate to the technical field of computers. The method comprises: displaying a first picture, wherein the first picture is a picture for observing a virtual environment from the visual angle of a target virtual character, and the first picture comprises a target area located in the virtual environment (101); in response to a first movement instruction, controlling the target virtual character to enter the target area (102); and in response to the target virtual character being located in the target area, controlling the target virtual character to submerge in the target area (103). The method improves the realism of terrain simulation, and facilitates the improvement of an interaction rate.

IPC 8 full level
A63F 13/577 (2014.01); **A63F 13/45** (2014.01); **A63F 13/58** (2014.01); **A63F 13/837** (2014.01)

CPC (source: CN EP KR US)
A63F 13/45 (2014.09 - EP); **A63F 13/57** (2014.09 - CN KR US); **A63F 13/577** (2014.09 - EP); **A63F 13/58** (2014.09 - EP); **A63F 13/837** (2014.09 - CN EP KR); **G06N 3/045** (2023.01 - KR); **G06T 13/40** (2013.01 - KR); **G06T 19/20** (2013.01 - KR); A63F 2300/643 (2013.01 - KR); A63F 2300/65 (2013.01 - KR); A63F 2300/8076 (2013.01 - KR); A63F 2300/8082 (2013.01 - KR)

Citation (search report)
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- [A] JP 2012234441 A 20121129 - NAMCO BANDAI GAMES INC
- [A] TOTILO STEPHEN: "Sink Or Swim? The Game Designer's Conundrum", 2 July 2009 (2009-07-02), XP055973350, Retrieved from the Internet <URL:https://kotaku.com/sink-or-swim-the-game-designers-conundrum-5306343> [retrieved on 20221020]
- See also references of WO 2021147468A1

Designated contracting state (EPC)
AL AT BE BG CH CY CZ DE DK EE ES FI FR GB GR HR HU IE IS IT LI LT LU LV MC MK MT NL NO PL PT RO RS SE SI SK SM TR

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BA ME

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KH MA MD TN

DOCDB simple family (publication)
EP 4005651 A1 20220601; **EP 4005651 A4 20221130**; CN 111298440 A 20200619; JP 2022552306 A 20221215; JP 7431955 B2 20240215; KR 20220027239 A 20220307; US 2022168646 A1 20220602; WO 2021147468 A1 20210729; WO 2021147468 A9 20210826

DOCDB simple family (application)
EP 20915219 A 20201110; CN 202010065208 A 20200120; CN 2020127797 W 20201110; JP 2022521474 A 20201110; KR 20227003812 A 20201110; US 202217675637 A 20220218